

CLAIMS

What is claimed is:

1. A remote system for use with a gaming system, the gaming system for implementing a player tracking system for tracking points, the remote system comprising:
 - a remote device; and,
 - a remote network interface coupled to the remote device for exchanging data between a host computer and the remote device, the data including adjustment information to adjust the points associated with a player in the player tracking system.
2. A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.
3. A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.
4. A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.
5. A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.
6. A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with a user.
7. A remote system, as set forth in claim 6, the web client for acquiring input

from the user and formatting and presenting data to the user.

8. A remote system, as set forth in claim 1, the data including a point management form, the remote network interface for sending the point management form to the remote device.

9. A remote system, as set forth in claim 8, the data including player information, the point management form being fillable with the player information by a user, the remote device for sending the player information to the remote network interface.

10. A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the point management form being accessible through the web client.

11. A remote system, as set forth in claim 10, the remote network interface for confirming that all required information on the point management form was entered and instructing the remote display to display an error message if all required information was not entered.

12. A remote system, as set forth in claim 11, the player information including a player ID number, the remote network interface for determining if the player ID number is valid.

13. A remote system, as set forth in claim 1, the host computer including a database for maintaining the player tracking system, the remote network interface coupled

to the database for retrieving and storing data therein.

14. A remote system, as set forth in claim 13, the database for storing data in database tables.

15. A remote system, as set forth in claim 14, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

16. A remote system, as set forth in claim 15, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

17. A remote system, as set forth in claim 16, the third data object coupled to the remote network interface for receiving queries from the remote network interface, retrieves responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

18. A remote system, as set forth in claim 17, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

19. A remote system, as set forth in claim 18, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.

20. A remote system, as set forth in claim 6, the web client including a

plurality of servlets for providing functionality to a user.

21. A remote system, as set forth in claim 20, the web client including a login layer for identifying the user.
22. A remote system, as set forth in claim 21, the web client including a menu layer for allowing the user to navigate to and access the servlets.
23. A remote system, as set forth in claim 22, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.
24. A method for adjusting points associated with a player in a player tracking system, the method including the steps of:
 - sending an adjustment form to a remote device;
 - filling out the form with data, by a user, on the remote device for adjusting the points associated with the player in the player tracking system.
25. A method, as set forth in claim 24, the gaming system including a host computer and a remote network interface for coupling the remote device to the host computer, including the step of providing a wireless connection between the remote device and the remote network interface.
26. A method, as set forth in claim 25, wherein the wireless connection uses an IEEE 802.11 standard.
27. A method, as set forth in claim 26, wherein the wireless connection is

IEEE 802.11b.

28. A method, as set forth in claim 26, wherein the wireless connection is IEEE 802.11g.
29. A method, as set forth in claim 25, the remote device having a processor and a web client for interaction with a user, the method including the steps of:
 - acquiring input via the web client from the user; and,
 - formatting and presenting data to the user.
30. A method, as set forth in claim 25, the data including a signup form, the method including the step of sending the point management form to the remote device.
31. A method, as set forth in claim 36, the data including player ID number, the point management form being fillable with the player ID by the user, the method including the step of sending the player ID to a remote network interface located on a host computer.
32. A method, as set forth in claim 31, the signup form being accessible through the web client.
33. A method, as set forth in claim 32, the method including the step of confirming that all required information on the signup form was entered and instructing a display on the remote display to display an error message if all required information was not entered.
34. A method, as set forth in claim 25, data related to the player tracking

system being stored in a database stored on a host computer, the method including the step of providing a remote network interface coupled to the database for retrieving and storing data therein.

35. A method, as set forth in claim 34, the method including the step of the storing data in the database in database tables.

36. A method, as set forth in claim 35, the method including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

37. A method, as set forth in claim 36, the method including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

38. A method, as set forth in claim 37, the third object being coupled to the remote network interface, the method including the steps of receiving, by the third object, queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

39. A method, as set forth in claim 34, the method including the step of receiving, by the remote network interface, the responsive data and transmitting the responsive data to the remote device.

40. A method, as set forth in claim 39, the remote device having a processor

and a web client for interaction with a user, the method including the steps of formatting, by the remote network interface, the responsive data into a hyper text mark-up language response for display by the web client.

41. A method, as set forth in claim 30, the web client including a plurality of servlets for providing functionality to a user.

42. A method, as set forth in claim 41, the web client including a login layer for identifying the user.

43. A method, as set forth in claim 42, the web client including a menu layer for allowing the user to navigate to and access the servlets.

44. A method, as set forth in claim 43, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.